are dark, the display object 654 is still recognizable. The controller 100 may determine that the game should enter the attract mode and may begin the display technique. The controller 100 may change a percentage, for example, the left most ten percent of the previously unchanged display elements 650 from displaying the card backs 670 to displaying the portion 652 of the display object 654 (in the display pixels 660) which may be, for example, a picture of Austin Powers. In Fig. 18, several display elements 650, which are virtual playing cards 664 in this example, change from displaying the portion of the display object 654 to displaying the second display object 672 which may be card backs 670 or card fronts 668 (not shown). The controller may determine whether a user has been attracted. If a user has been attracted, the display technique may end. If no user has been attracted, the display technique may continue. Figure 19 illustrates an example where the method may have completed and all the display elements 650 display the second display objects 672 which may be card backs 670 or card fronts 668 (not shown). Of course, the display technique may change the display elements 650 from displaying the second display objects 664 to displaying portions 652 of the display object 654.

The unique display technique can be applied to virtually any video game. For example, in blackjack, a series of virtual playing cards 664 can change from displaying either the card front 668 or card back 670 to displaying the portion 652 of the display object 654 in the display elements 650. As another example, in keno, a keno display may be made up of a plurality of keno number spaces with each keno number space displaying a keno number if that keno number is selected. Similar to the previous example, the keno number spaces may be outlined with the outline pixels 662 and the outline pixels 662 may be stored in the memory 106. In the non-outline pixels or display element pixels 660, portions 652 of the display object 654 may be displayed in the display elements 650 with the outline pixels 662 outlining the display elements 650 over the display object 654. The controller 100 may cause the display elements 650 to change from displaying portions 652 of the display object 654 to display the second display objects 672 which may be, for example, the keno numbers assigned to each keno number space. The display technique also may cause the display elements 650

to change from being blank to displaying portions 652 of the display object 654 or from displaying keno numbers to displaying portions 652 of the display object 654.

The display technique also may be applied to video bingo. In video bingo, a plurality of bingo cards may be displayed with the bingo cards having a plurality of squares for bingo numbers. The actual bingo cards may be used as display elements 650 or the individual bingo squares may be used as display elements 650. Using the individual bingo squares as the display elements 650, the display technique may outline the squares using an outline list or map of the outline pixels 662 stored in the memory 106 and may change the display elements 650 of the squares to change from displaying bingo numbers to displaying portions 652 of the display object 654. In addition, the displaying of the portions 652 of the display object 654 may change from displaying portions 652 of the display object 654 to displaying bingo numbers or being blank.

Modifications and alternative embodiments of the invention will be apparent to those skilled in the art in view of the foregoing description. This description is to be construed as illustrative only, and is for the purpose of teaching those skilled in the art the best mode of carrying out the invention. The details of the structure and method may be varied substantially without departing from the spirit of the invention, and the exclusive use of all modifications which come within the scope of the appended claims is reserved.